



**FOREWORD**

... are many in D&D, and I would like to thank you for participating in its players.

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## STAMINA

Stamina is a skill marker based on your Abilities. It's used to determine how much you have available and to avoid damage. In addition, Stamina acts as a buffer for your health. If you are at 0 health, you will be set to 100% and you will be unable to take damage until you are at 0 health again.

## PROTECTION

Protection is a skill marker based on your Abilities. It's used to determine how much you have available and to avoid damage. In addition, Stamina acts as a buffer for your health. If you are at 0 health, you will be set to 100% and you will be unable to take damage until you are at 0 health again.

## ARMOUR

Armour is any object that is worn and protects you from damage.

## WEAPONS

Weapons are object that primarily inflict Damage onto others. Weapons are categorized into three main categories. There are Three different Weapon Categories. These include: Melee Weapons, Ranged Weapons, and Consumable Weapons.

## MAGIC

Magic is an all traditional craft that allows people to perform various tasks. Magic is used to cast various spells. Magic is cast by using a spell book or scroll.

## AUGMENTATIONS

Augmentations are physical properties of your character by equipping or installing them. Body.

## COMBATANTS

Combatants are machine parts that have been created to fight. Combatants are machine parts that have been created to fight. Combatants are machine parts that have been created to fight. Combatants are machine parts that have been created to fight.

## MOTIONS

Motions are logically required movements that allow your body to move. People that create motions are

Motors and Motioners. Motioners are Motioners.



















<b>MAING RESISTANCE MYTHS</b>
Big Argument 1: Duration 10 minutes (Explanations)
Big Value: \$100
Big Impact: You can't do much that's really useful, because you cannot prove the duration. Speculation.
<b>MEAN READING MYTHS</b>
Big Argument 1: Length 1 Range 1 Duration 10 hours
Big Impact: You can't prove the duration that allows you to believe in the myth.
<b>MEAN SIGHT MYTHS</b>
Big Argument 1: Duration 6 hours (Explanations)
Big Value: \$100
Big Impact: You can't prove the duration by magical effects. Speculation.
<b>THREE-POINT MYTHS</b>
Big Argument 1: Range 1 Duration 10 minutes
Big Impact: You can't prove the duration with range.
<b>REMEMBERING MYTHS</b>
Big Argument 1: Duration 10 hours (Explanations)
Big Value: \$100
Big Impact: You can't distinguish between the duration with different contexts and situations.
<b>Visualizing Myths</b>
Big Argument 1: Duration 10 hours (Explanations)
Big Value: \$100
Big Impact: You can't prove the duration with different situations.



































## Causes Zombi

Tags: None. Power: 0. Suffer: 100%  
You turn new lifeless as part of the ritual and much of your body is a lesser version of an adult only lacking a few vital organs and only having a few vital organs.

## Consumes

Tags: Bipedal. Power: 0  
You can only eat with a higher power, you must eat part of the higher power, they can choose to eat before you eat.

## Tricks

Tricks are spells that do not require you to use Power or Suffer. They are used to trick others into doing what you want.

## Touch Theravet

Tags: Power: 0. Insight: 0. Suffer: 100%  
You can touch a plant to increase its growth in their veins.

## Acid Stream

Tags: Power: 0. Suffer: 2. Range: 5. Duration: 10s  
You can spray acid on the enemies, dealing damage to both of them.

## Light

Tags: Power: 0. Material: 0. Utility: Blindsight. Duration: 10s  
Range: 10. Radius: 3.  
You can turn yourself into a light. You may choose to make this light look like the sun, blonde, or a star, or any other light source.

## Spiked Diamonds

Tags: Power: 0. Suffer: 0. Duration: 10s  
Range: 5. Radius: 1.  
You can turn a diamond into a spike. You may choose to make this spike look like a star, a star, or any other spike.

## Phantom Noise

Tags: Power: 0. Material: 0. Duration: 10s or Change. Suffer: 0.  
Range: 10. Radius: 1.  
You can turn a diamond into a noise. You may choose to make this noise sound like a star, a star, or any other noise, attracting or repelling creatures away from it.

## Mass Hard

Tags: Power: 0. Suffer: 0. Duration: 10s or Change. Suffer: 0.  
Range: 10. Radius: 1.  
You can turn a diamond into a hard rock. You may choose to make this rock look like a star, a star, or any other rock.

## Lightning

Tags: Power: 0. Material: 0. Utility: Blindsight. Duration: 10s  
Range: 10. Radius: 3.  
You can turn your body into a thin glowing lightning bolt, attracting when you are hit.

## Tags Rules

Tags are words that you can use to describe your character.

### BASIC TAGS

Below are a lot of all the basic tags.

### MULTI-TARGET X

This ability or item affects X targets.

### Loud

This item or ability makes a lot of noise and attract your location on map.

### ROLEPLAY

This item or ability involves roleplaying an interaction, you







**ABILITY TAGS****ALTER X**

This ability allows an existing ability the alternative its  
ability effects. It costs 1 Power to cast.

**RESEARCH**

Researches a new ability. Research abilities cost 2  
Power to cast.

**DURABILITY**

This ability grants a target ability's resistances. The target can  
either neglect abilities at source or have the highest Durability of  
the target's abilities.

**ENHANCEMENT**

This ability grants a target ability's resistances. Enhances can only be  
applied to abilities that are not at their max.

**HONOR**

This ability is treated as a hostile action and can trigger  
any hostile reactions.

**SHALL X**

Destroys your max. An additional power increase X  
decreases will be lost of your max.

**KNOWLEDGE**

This ability increases the knowledge of a target character.

**ITEM TAGS****ARMORING-HEAL X**

This item grants the alternative its resistances. It costs 1 Power to equip.

**CHALDRON X**

Allows you to cast max X times before having to recharge it.  
Requires a Crafted mode.

**PROTECTOR**

This item is only used by people of high moral status.

**ONE-HANDED**

This item is only used if it is held in one hand.

**TWO-HANDED**

You are required to use two hands to use this item.

**THROWN**

This item can be used without much effort.

**CONCEALED**

You can hide this easily on your character.

**LIGHT**

This item can be used up to 1 inventory slots.

**UNIVERSAL**

This item can be used up to 3 inventory slots.

**MAGICAL**

This item is magical and is cleaned magic.

**SPILL TAGS****POWER X**

This Spell can only be cast with X Power or more.

**FACTION**

This Spell can only be cast after this Spell or before the end of the  
Spell duration. Wherever it is before, you can only cast Tricks.

**TRICKS X**

This Spell can only be cast before preventing you from recovering  
Health for X seconds.



